

IN THE ABSTRACT

Please cancel the abstract and substitute therefore the following:

ABSTRACT

An operation method for a gaming machine sets a target payout rate, probabilities of winning, and odds on a plurality of objects. The objects are rearranged in order of the probability of winning. The odds on the object in first place are corrected to odds with a predetermined number of digits. The probability of winning of the object in the first place is corrected by the corrected odds. The difference between the uncorrected probability of winning and the corrected probability of winning is reflected in the probability of winning of the object in the subsequent place. The odds on the object in the subsequent place are predetermined based on the corrected probability of winning of the object in the subsequent place. The whole processing is repetitively performed for the objects in all places.